



Valerio Vitolo

Senior Software Developer

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🌐 <https://imoristudio.com/wirv/>

Profiles

LinkedIn
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X
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Skills

Unity ●●●●● C# ●●●●●

React ●●●●● C++ ●●●●●

JS ●●●●● Html ●●●●●

CSS ●●●●● SQLite ●●●●●

Django ●●●●● ClickUp ●●●●○

Dart ●●●●○ Firebase ●●●●○

TypeScript ●●●●○ PostgreSQL ●●●●○

Next.js ●●●●○ MongoDB ●●●○○

Three JS ●●●○○ Godot ●●●○○

Unreal Engine ●●●○○ Jira ●●●○○

Python ●●○○○ Flutter ●●○○○

Interests

Experience

IMORI STUDIO
Founder & CEO 06/03/2025 - Present
<https://imoristudio.com>

Rainbow Academy
Teacher 23/11/2024 - Present
<https://www.rainbowacademy.it/>

Freelancer
Senior Unity Developer 08/11/2022 - 01/03/2025
<https://imoristudio.com/wirv/>

Qubika
Senior Unity Developer 15/09/2023 - 30/09/2024

Red Raion
Developer 31/03/2021 - 31/08/2023
<https://redraion.com>

Advepa
Unity Developer 31/12/2019 - 31/03/2021
<https://www.advepa.it>

Garage94
Unity Developer 31/08/2019 - 27/10/2019
<https://www.garage94.com>

Intertouch
Unity Developer 31/12/2018 - 30/03/2019
<https://www.intertouch.it>

Education

Rainbow Academy Master - Game Production • 100
Game Production - Unity 09/11/2018 - 19/10/2019
<https://www.rainbowacademy.it/>

Guglielmo Marconi Diploma
Elettronica 31/08/2009 - 30/09/2017

Projects

Anime

Manga

Videogames

Movies

Challistenics

Climbing

Books

Languages

Italiano

Madrelingua

English

B1

German

A2

Certifications

Game Production

Rainbow Academy

Autodesk

Rainbow Academy

Publications

Marbles Music - The Game

Batora: Lost Haven

Double Trouble

VR Ping Pong Pro

The Miraculous Uncle's Glue

Trank

Marbles Music - The Game

Is an interactive, music-driven web game that blends rhythm-based gameplay with dynamic visual elements. I worked as the full stack developer for the entire project, being responsible for all technical aspects of development, from initial architecture design to final deployment.

The project involved building the complete gameplay logic, implementing real-time interactions, animations, and synchronizing audio with player actions to create an engaging and immersive experience. I also developed the backend components required to manage game state, data persistence, and overall application logic, ensuring smooth performance across different devices and browsers.

Throughout the development process, I collaborated with a designer who focused on light 3D models and UI graphics, while I handled the integration of all visual assets into the game. This project allowed me to gain hands-on experience across the full development lifecycle, combining frontend, backend, and performance optimization to deliver a polished web-based game.

<https://www.marblesmusic.com/>

Mamurius

My own project for which I am fullstack programmer, in which to have a third-person tactical experience.

Competitive game where you demonstrate your skills against the opposing team by making the best use of each character and their unique abilities.

<https://www.patreon.com/Mamurius>

A Quiet Place: The Road Ahead

Inspired by the acclaimed film series, *A Quiet Place: The Road Ahead* is a single-player horror adventure game that follows a unique story of survival after an invasion by deadly creatures. In this exclusive spin-off, experience the journey of a young woman who must overcome the perils of the apocalypse while facing deep family conflicts and learning to confront her own fears.

https://store.steampowered.com/app/2233120/A_Quiet_Place_The_Road_Ahead/

Parco Archeologico San Leucio

The new app for the San Leucio Archaeological Park offers an immersive and accessible experience, designed for visually impaired and deaf visitors as well. The app serves as a digital guide and interactive book, enriched with 3D reproductions of archaeological artifacts viewable in augmented reality via QR codes. The virtual tour includes an engaging game where visitors can explore the site, collect historical items, and immerse themselves in the history of the Temple of Minerva and the Early Christian Basilica. Additionally, the app supports a fully 3D experience using Cardboard viewers, providing an immersive 360-degree interactive tour, available on iOS and Android devices.

https://play.google.com/store/apps/details?id=com.TaalSRL.Archeoreality_Mobile

Batora: Lost Haven

Embark on an epic adventure to save Earth in this interplanetary action RPG. Harness the ancient powers of Sun and Moon to take on a variety of unique enemies while solving diverse puzzles and exploring stunning sci-fi worlds, each with its own curious stories, inhabitants, and mysteries.

https://store.steampowered.com/app/1506440/Batora_Lost_Haven/

Augustus

Augustus is the app-game that allows the visitor to live the fantastic experience of discovering Sicily, on site, but also from home with the help of the dedicated videogame, following in the footsteps of the Roman emperor Augustus, enlightened emperor, patron, lover of the arts, protector of artists and intellectual.

https://play.google.com/store/apps/details?id=com.ettsolutions.augustus&hl=en_US

VR Ping Pong Pro

Rackets in hand! VR Ping Pong Pro is the sequel to the popular 2016 table tennis simulator, VR Ping Pong. Test your skills in a variety of challenging game modes, and climb the leaderboard to become the real Ping Pong Pro! Do you have what it takes to be a champion? Grab your virtual racket and find out!

https://store.playstation.com/it-it/product/EP1121-CUSA15540_00-VRPPP0000000001

Double Trouble

A classic top-down shooter ... but with a twist! Control 2 planes at the same time! One is capable of shooting, but it is very slow. The other, on the other hand, is very fast, but cannot fire. Juggle an old-school Hardcore experience with a pleasant Arcade aftertaste, offered to you by the Pepeja Team. Hope You Enjoy!

<https://globalgamejam.org/2022/games/double-trouble-1>

The Miraculous Uncle's Glue

Crazy game in which with miraculous glue you can glue and use everything around you to achieve your goals.

<https://itch.io/jam/gmtk-2021/rate/1086198>

EXCO

Exco is the first digital fair of eco technologies and innovation, a project under the high patronage of the European Parliament and the Ministry of the Environment and the Protection of Land and Sea. Today it is recognized as a point of reference nationally and all over the world.

<https://www.advepa.it/exco/>

ICT Village

ICT Village is a virtual fair dedicated to the IT sector with the focus on security, Open Source, ERP and AI systems, curated by the Italian community of reference for IBM i/A400 systems.

<https://www.advepa.it/ict-village/>

Swiss Virtual EXPO

The Swiss Virtual Expo is a metaverse designed to promote the spread of technological development, accessible from anywhere and with the utmost simplicity. The most important players in the sector are already present to offer their documentation, events and training webinars.

<https://www.advepa.it/swiss-virtual-expo/>

Space Trip

Videogame, for Smartphone, currently under development for android , which I send both for the implementation of the online and direct experience with the Sockets applied to videogames, and as a hobby. Space themed game in which you clash with the AI or other players, in one on one.

Trank

Small videogame, developed for Android currently on the play store, in which you move as a small wagon, trying to overcome various levels with variety of enemies and a small final boss fight, Project conceived only for CV as proof of my knowledge of software and programming in C # then short developed in 5 levels.

Arduino Board

Small laboratory project using Arduino in which we built a circuit from scratch and then create a system of lights and sounds directed by Arduino through programming in C.